

# OTTAWA HOME COMPUTING

The NEWSLETTER of the  
OTTAWA HOME COMPUTING CLUB

April, 1988  
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Club Notes .....	4
Notes From March Meetings .....	4
President's Message .....	5
Game Tips .....	5
Membership Report .....	6
The Electronic Battlefield .....	7
1987 Ontario Tax Program .....	8
Beginner's Corner .....	10
CB4 Game Design .....	12
Multiple Columns for Pocket Writer II .....	13
Add a C128 Autoboot Menu to your disks .....	14
Electronic Virus .....	16
Superfast Computer .....	16
Find the hidden OHCC Executive .....	17

# ANNIVERSARY SALE

COMMODORE



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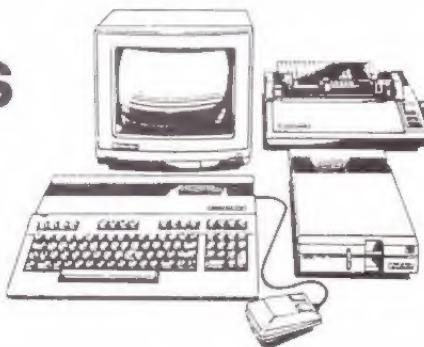
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## OTTAWA HOME COMPUTING CLUB

Membership in the Ottawa Home Computing Club is open to all who have a genuine interest in home computing. The membership fee is \$20 per year and entitles members to:

- attend monthly meetings
- buy club disks
- receive the club newsletter
- participate in the election of the club executive
- participate in any other club-sponsored activities.
- extended sign-on time on the club BBS

### Meetings

Club meetings are held monthly at Charlebois High School (Alta Vista at Heron), usually the third Monday of the month. Meetings for the next school year are as follows:

April 18	June 14*	August 15
May 17*	July 19*	

An \* beside a date indicates that that meeting is not on the third Monday of the month. Due to conflicts with holidays and school programmes, we have had to take the second and third Tuesdays in May, June and July.

Meeting format is standard (see "Club Notes" for specific details on the Upcoming meeting) and that format is:

7:30	Membership registration, Disk of the Month sales, socialization
8:00	Business Meeting
8:20	Main Presentation
9:00	Special Interest Group meetings, Librarian and Machine-specific group meetings

For details on Special Interest Groups, see 'Club Notes' on page 4. Some arrangements may not be finalized at time of printing, and will be announced at the General Meeting.

Also in this time period the following Librarians will be available for your questions, suggestions, disk orders, etc. You may even catch a demo of the latest software:

<b>Apple &amp; Macintosh</b>	Room 227
<b>Commodore and Disk of the Month</b>	Room 219
<b>Amiga</b>	Room 208
<b>C128 and CPM</b>	Room 210
<b>MS-DOS</b>	To be announced

### TV SHOW: "The Whole Bit"

The Ottawa Home Computing Club, in co-operation with the other computer clubs in the area and with Skyline Cablevision, produces an informative one-hour TV programme. This programme is aired live on the third Tuesday of every month at 10 p.m. on cable channel 22 (for both Ottawa and Skyline subscribers) and repeated during the week. Contact your cable company for more details.

## CLUB EXECUTIVE

### Elected Positions:

President	Pierre Castricum	521-6840
Vice President	Scotty Adams	592-3492
Secretary	Serge Comet	729-2142
Treasurer	Mike Bryan	226-5588
Program Coordinator	Wayne D. Schaler	729-7811

### Librarians:

Amiga	Don White	829-2082
Apple	Vojta Frysek	722-9778
Commodore 64	Carl Bigras	776-1402
Commodore 128	Ed Steenhorsl	820-5389
and CPM		
MS-DOS	Peter Nickless	837-3402
TPUG	Marv Bero	225-8561

### Other Positions:

Membership	Ray Monette	722-1204
Bulletin Board Sysop	Lucien St. Denis	224-2972
Retail Disk Distribution	Don White	829-2082
Newsletter Editor	Peter Martin	731-7700
	Bob Mason	837-3197

### OHCC Bulletin Board

Address all club correspondence to:

Ottawa Home Computing Club  
P.O. Box 4164, Station "C",  
Ottawa, Ontario K1Y 4P3

## OTTAWA HOME COMPUTING

*Ottawa Home Computing* is the newsletter of the Ottawa Home Computing Club, and is mailed free-of-charge to all members in good standing. *Ottawa Home Computing* is published 10 times a year, monthly except for the months of June and August.

Submissions to *Ottawa Home Computing* are most welcomed. If hand written, please make sure your submission is legible. Articles submitted in a ready-to-print format, or on disk, are also appreciated. Please contact the editor for more information if you choose either of these latter two methods.

Graphic submissions are also needed. For best reproduction, submissions should be designed to the width of one or two columns (approximately 3 1/2" or 7"). If produced on a printer, please use a fairly new ribbon; if drawn, please use a black pen.

Classified advertisements of personal items (up to 25 words) are free to members.

Commercial display and classified advertising possibilities are described in a brochure made available to potential advertisers. Please contact the editor if you would like to receive this brochure.

All correspondence should be addressed to:

Bob Mason  
29 Valewood Cres.  
Ottawa, Ont. K1B 4G1

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## CLUB NOTES

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See page 3 for general meeting structure.

### UPCOMING MEETINGS

#### April 18

It was almost two years ago when George Fisk, a lawyer with Gowling and Henderson, last talked to us about computers and the copyright law. Then he told us new laws were in the works; now they're here, and George will be back to explain the new laws and how they'll affect the home computerist.

This evening is election night for the executive.

#### May 17 (Tuesday)

If you're looking for a printer, or thinking of upgrading, don't miss this meeting. We'll have 5 different printers on display, ranging in price from \$150 to \$8,300. And we'll show you what output from a desktop publishing programme would look like on each one. ■

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## NOTES FROM THE MARCH EXECUTIVE AND GENERAL MEETINGS

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The main feature of the Executive Meeting March 21 was a presentation by a delegation from the Ottawa Genealogical Society. They are sponsoring a conference called Seminar '88, May 20-22. During that conference, they will have a room devoted to computing. Some of their members will be using this room demonstrate the various "Family Tree"-type programs available, and they would like the DHCC to demonstrate some of the other things (word processing, printing, entertainment and especially desktop publishing) that home computers can do. Anyone who would like to help out with this project is asked to call Pierre Castricum.

In other business, Carl Bigras talked about the possibility of a group purchase of Anchor modems (1200 baud, Hayes compatible) for \$150 Can. One will be available at the next meeting for demonstration.

Also discussed were the elections (all incumbents indicated a willingness to stand for re-election), details of the programmes for the next few months and the next "Whole Bit" cable TV show on April 19.

### GENERAL MEETING

Pierre Castricum opened the March 28 General Meeting with several announcements. The first involved his "President's Message" column in the March issue of Ottawa Home Computing, in which he had mistakenly written that TPUG had come to an arrangement with Input. Apparently TPUG has come to an agreement with Info magazine, and members of TPUG will receive the bi-monthly Info with an insert of TPUG news.

Pierre mentioned the Ottawa Genealogical Society proposal (see details above) and Carl Bigras the Anchor modem group purchase possibility (also see above). Carl also mentioned, following up his comments on last month's disk of the month, that he was taking Classified ads and would be putting them in a listing on next month's disk. See the expanded Classified section elsewhere in this issue.

Don White conducted the 'announcement of nominations' portion of the meeting, which was very exciting. No one was nominated by nobody no how. Not one. None. Nil. Zero. Zip. Zilch. Sweet boo-all. How are we ever going to replace the clods running this club if no one is willing to stand for nomination. Actually, it isn't even a matter of replacing the existing executive, there's an open position there for the taking. It's the secretary position, and that's probably the best position for a new person who wants to get involved but doesn't know how. Main prerequisite is the ability to groan loudly when Pierre starts telling jokes.

The main portion of the meeting was a series of short presentations concerning special add-ons, modifications, hook-ups and peripherals that could be used to enhance your computing. I didn't get a chance to look in on the tables at the back of the room where some of these were being demonstrated, but a lot of other people did. ■

# President's Message

by Pierre Castricum

The month of April has finally arrived and that means summer is just around the corner.

I would urge all members to attend this month's meeting as the subject is of importance to all fellow computerists. Mr. George Fisk of the legal firm Gowling & Henderson, will brief members on the new copyright laws which were passed recently by parliament. From all indications, the new law is far reaching & will provide stiff penalties for copy infringements.

Nominations were held at the March meeting with the following results:

Nominated	Position
Pierre Castricum	President
Scotty Adams	V/President
Mike Bryan	Treasurer
Wayne D. Schaler	Program Co-ordinator

No nominations for the position of Secretary were received. A second round of nominations will be held at this meeting with elections taking place immediately after. If you are a member in good standing and wish to get involved with the running of the Club, please be present at the meeting or forward me a note advising me of your intentions.

The club is seeking a new C128/CP-M librarian; Ed Steenhorst, the present librarian, has recently purchased a new AMIGA system. Ed has graciously agreed to remain the librarian until such time as his 128 system is sold or a replacement found. If you are interested, please give me or any other member of the executive a phone call outlining your intentions. The new librarian will be given all the support and help needed.

Hope to see you at the meeting, and until then, happy computing!

## GAMES TIPS

compiled by Ray Monette

**ALIENS:** Simultaneously pressing "P", "@", "\*", and RESTORE will advance you to the next screen.

( Myong Paek—Oregon ) **COMMODORE**

**BRUCE LEE :** You can get points very quickly by dropping on top of the black ninja several times in succession. ( Chris Beyer—Unknown ) **COMMODORE**

**GOONIES :** To start on a select level, press the F5 key then the F7 key for each level you want to move up.

( Unknown—Quebec ) **COMMODORE**

**LEADERBOARD :** When you're playing Novice at the 11th, hole on the first course, use nine iron (9). This should give you a hole-in-one every other time.

( Clay Rose—Unknown ) **COMMODORE**

**MAIL ORDER MONSTER:** To find the password for any owner on your disk, just LOAD "owner name", 8 then LIST. It's as simple as that.

( Jerome Carr—Colorado ) **COMMODORE**

**ROADWAR 2000:** Don't go into Fort Knox. Go to Mountain View for Doctor, Drill Seargent and Politician.

( Lance Gater—New Jersey ) **COMMODORE**

**PIRATES:** If you attack on land, hide your armies in the woods.

Use one of your groups as decoy to get the enemy to approach.

You'll be surprised when you beat an army twice your size.

( Lance Gater—New Jersey ) **COMMODORE**

**WIZARD:** To get a lot of points and a lot of men, choose CUSTOMIZED and on the second board choose JAIL. You will be in between a block. Push the button to climb up the rope, then go to the dot on the right and hold him on there. The points will mount up.

( Mark Brenner—Tennessee ) **COMMODORE**

**QUESTRON :** After locating a cutlass, buy it and attack the place. Kill the king's guards, steal his treasure, and he will knight you.

( Frank Lee Linne—Texas )  
**APPLE, ATARI, COMMODORE**

### C-64 DISK OF THE MONTH RETAIL SALES

The C-64 Disk of the Month is carried at the stores listed below. It sells for about \$4.50 and is available two days after each meeting.

Ali Computers	1158 Ogilvie Rd.	744-0220
Book Heaven	2297 St. Joseph (Orleans)	830-3365
Compucentre	Carlingwood Mall	729-0448
G-Plus	130 Albert St. 1400 Clyde	230-7980 723-2201
Mr. Diskette	119 O'Connor 1600 Merivale Rd.	232-5203 727-0179
TGF Computers	2430 Bank St.	738-7471

# Membership Report

## Apr. 1988

If your name appears on this list, please check with Raymond Monette or Lucien St. Denis, our membership chairmen. A 1-month grace period will be allowed, then your name will automatically be removed from the membership list.

DATE	NAME	DATE	NAME
04/88/01	Vaillancourt Robert	04/88/02	Smith Tim
04/88/03	Beaucaire Victor	04/88/05	Screaton R. B.
04/88/06	Kartzmark A. B.	04/88/08	Guibord Paul
04/88/10	Wainwright Rob	04/88/11	Booth Thomas G.
04/88/12	Mausser Rudie	04/88/13	Mikoljewski Kurt
04/88/15	Jackson Mike	04/88/16	Watson David A.
04/88/17	Sadler Rick N.	04/88/18	Murray Robert A.
05/88/01	Hoy Doug	05/88/02	Howard Dan
05/88/03	Greenstreet James	05/88/04	Cox J.W.

### Welcome New Members (N-new — R-renewal)

04/01	Castricum Pierre (r)	04/04	Scotty Adams (r)
04/03	Mike Bryan (n)	04/06	Wayne D. Schaler(r)
04/05	Don White (r)	04/08	Vojta Frysek(r)
04/07	Carl Bigras (r)	04/10	Peter Nickless (r)
04/09	Ed Steenhorst (r)	04/12	Marv Bero (r)
04/11	Raymond Monette(r)	04/14	Lucien St.Denis (r)
04/13	Don White (r)	04/16	Peter Martin (r)
04/15	Bob Mason (r)	04/18	Steve Phillips (n)
04/17	Leonard N. Winn (n)	04/21	Leo Potvin (n)
04/19	C. W. Ripley (r)	04/23	E. S. Cope (n)
04/22	Ian McDonald (n)	04/25	Richard Perron (n)
04/24	Norman Delahuntly (n)	04/27	Rudy Schoenberger (r)
04/26	Raymond Robidoux (r)	04/29	Francis Perron (n)
04/28	Peter J. Nelson (r)	04/31	C. R. Colwell (n)
04/30	Dale Benson (r)	04/33	Bob Hannah (n)
04/32	R. B. Screaton (r)	04/35	Rob Wainwright (r)
04/34	Tony Wright (n)	04/37	Huy Tran (n)
04/36	Bruce Morris (r)	04/39	Don Smith (n)
04/38	Alan J. Turner (n)	04/41	Pieter H. Dal (r)
04/40	John Batchelor (r)	04/43	Janis Stonehouse (n)
04/42	Jean Paul Gagne (n)		Gordon McClure (n)
04/44	N. Robin Miller (n)		

# The Electronic Battlefield

by Bob Guerra  
Compute Publications  
\$19.95 (Can.)

A Book Review by Tim Smith

Like venerable Noah of biblical fame, we may yet need an ark. The flood of entertainment software shows no sign of abating. At the Winter CES, over thirty new titles were announced for the C64 and this number doesn't begin to take into account the very large and ever-growing European market. Consumers are demanding more and more sophisticated products. Producers have responded and the result has been a very large increase in the number of simulation and war game scenarios. The computer is the perfect tool to take many of us where we have never been before.

Climb into the cockpit of an Apache Gunship. Test fly an F18. Wade through the rice paddies of South-East Asia, replay the battle of Shiloh, captain a Fletcher Class Destroyer, or navigate a B24 Liberator over the oil fields of Rumania. Bored with real scenarios? Use WARGAME CONSTRUCTION SET from SSI to define the parameters of any conflict imaginable. Imagination seems to be the only limit to where designers will lead us.

*Electronic Battlefield* from Compute Publications is not another in the "how to win at PACMAN" series. Its topic is war games and war simulations. Author Bob Guerra has provided a thoughtful, and detailed account of 30 of the top programs available in this genre.

A dedicated war gamer who has spent many hours campaigning on the "electronic" battlefield, Mr. Guerra brings considerable knowledge to each title he discusses. The style is one that readers of Compute Publications will know—simple, concise, and informative without being encyclopedic. It should appeal to players of all ages and levels of expertise.

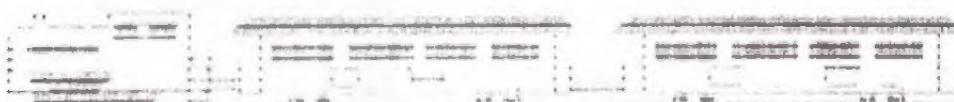
*Electronic Battlefield* offers both general and specific hints, playing tips, and techniques for each title presented. Comparisons are used to help the reader see how well a particular scenario stands up to real life. For those sce-

narios that bend believability, Mr. Guerra doesn't hesitate to comment, although he keeps this to a minimum, as his work is not a critique of the games. Still, these remarks inject some humour into the proceedings.

The book is divided into sections, on joystick-oriented conflicts, strategic and tactical simulations and world-wide political and military conflict. Within a section, titles are grouped by type (land, air, and sea). This, plus a table of contents, makes it easy to find a particular title. However, lack of a true index means thumbing through a section for some key information that might be contained therein. In a work of this nature, it is not a serious problem but it would've been a nice inclusion. There is an alphabetical listing of many war titles (not discussed in the book) available by major software houses. This nice extra is somewhat negated by the fact that availability for various computers is not indicated. For all the titles that are covered, another separate index is included with the company names.

Possible purchasers of this book may ask if the hints and strategies will work on their machine. Overall the answer would be a qualified yes. Whether you own a C64 or (heaven forbid) some other strange Japanese model, the discussion is kept at a general level. Mr. Guerra concentrates on "gameplay". He does not look at things from a machine-specific viewpoint except in a few cases where passwords and codes are included. This should give *Electronic Battlefield* a wide market appeal.

For those interested in war games or war simulations, this title will prove to be a handy "second reference". How many times have you cursed game documentation for reading like something from a first-grader. *Electronic Battlefield* can help translate some of the "foreign language" directions into English. I cleared up a problem I was having with auto-rotation in GUNSHIP thanks to Mr. Guerra's clear explanation of the process. Reading this book will not turn you into a combat ace or a "General Patton" overnight. However, *The Electronic Battlefield* will put you on a better road to learning to beat the computer at its own game, by providing some insight into how the games operate.



# 1987 Ontario Tax Program

## (Introducing RUG...a Language)

by Jim Butterfield

From the TPUG March 1988 Newsletter. For the OHCC Newsletter, April 1988

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It comes around every year. It's a straight question of calculation. . .inputting the numbers, adding them up, and weeping over the result. It should be a snap for a computer (except for the weeping part, which we do better).

But it's not easy. Every year, the forms change. Many of the rules are ambiguous: is it possible to have a negative salary (you made nothing in 1987, and had to refund a little of the salary you received in 1986)?

An old night club joke goes: "They are going to simplify the form next year. On line one, you write down how much money you made. On line two, you write down how much you have left. Then you send them the second amount".

I wish it were that easy. The form gets more and more complex each year. And a program that is picked over, modified, expanded, and chopped up at regular intervals ends up being a mess. Possibilities for errors are everywhere. The key numbers are scattered through the program. . .miss one, and everyone is mad at you.

I've been doing simple tax programs for residents of Ontario, Canada, for about 15 years. For a couple of years, a Chartered Public Accountant took over the job. But he faded away, and as the new year rolls around, I start getting phone calls.

I'm no CPA, and I don't know what the form will look like until it arrives. This time it didn't come until the end of January. And everybody who expects a refund is in a rush to get their taxes worked out. I get a lot of phone calls. But a program done in a hurry is a program that will have bugs.

Writing the updated program is a well-defined job that requires care. Testing the program is a tedious job; there are so many combinations of numbers, so many minimums and limits. I try to spread the testing work by passing out first copies to various users—but it often doesn't work too well. Instead, I get calls in mid-April asking if I can fix the bug they have just found. . .after having the program in their possession for almost three months. And in mid-April, there's no chance to get a correction into circulation.

Basic isn't the best language for the job. Try writing the code for: "If Taxable Income is \$1,433 or less, enter the amount of 'Ontario Tax'; if Taxable Income is over \$1,529, enter zero; if Taxable Income is between \$1,433 and \$1,529 enter the amount calculated by: (\$1,529-Taxable Income) divided by two". And then try revising it, year after year, with the amounts changed. By the way: how many people do you think would have a taxable income (in 1985) between \$1,422 and \$1,529? All this extra coding is just for these few, and the extra testing to make sure you try amounts within that range. . .

A couple of years ago, I decided that there must be a better way than just straight Basic. A spreadsheet would be nice in some ways, although some systems are better than others on matters such as table lookups. Besides, spreadsheets cost money, and you can't be sure everyone has a compatible version.

So I wrote a new language for forms. I called it RUG for "Report Utility generator", although I had many other disrespectful acronyms suggested. It's Basic interpreted, so it's quite slow. But it allows me to keep all the form in a single set of data statements (about 90 of them), which makes updating a much simpler task.

If you happen to look at the program this year — in eight-bit or Amiga version — you'll see that collection of DATA statements. Each is divided into two parts: a "name", and a calculation. I won't try to explain the calculation language here. If you're interested, there are extensive REM statements in the program detailing them. But the nature of the tasks might be of interest.



The program must be able to do the usual calculations, such as addition, subtraction, multiplication and division. A "percent" calculation is quite useful, and has been added. Where a form specifies a maximum or minimum amount, I found "floor" or "ceiling" functions useful, so that V4 500 will result in the minimum of variable 4 or 500, whichever is smaller. It's hard writing that kind of thing in straight Basic.

Boolean functions — yes or no — are included. Their greatest use is for testing. So if you claim zero medical expenses on a certain form, the next two lines can be skipped. Tables are needed; I hope they never get too big, since they are designed to fit entirely in one DATA line.

And of course, the language must specify which lines need user input, and which will generate output. If there's output, it will specify a column in which the output will appear; where the screen is sufficiently wide, the numbers printed in columns for "eye appeal".

There are facilities to go back and revise figures previously entered, that not only covers mistakes, but also allows a user to try various options to see how the bottom line works out. And finally, of course, it should be possible to print the whole thing.

The RUG system saved me a lot of time in preparing this year's program for both the eight-bit computers and the Amiga. It was a devil of a programming project to create RUG in the first place, of course. But now that it's in place, I was able to transcribe the tax form in less than a day. And there's very little chance of bugs.

Of course, the mid-April phone calls have yet to come. . . .

#### EDITOR'S NOTE:

Reprinted from the TPUG Newsletter, March, 1988. Mr. Butterfield's tax program is available on TPUG disk (C)AAS — see the TPUG Librarian, Marv Bero, at the Club meeting.



# Beginner's Corner for C-64 Users

by Pierre Castricus

Welcome to this month's beginner's corner. I realize some of you will be aware of the information contained in these articles, but you must remember -- we were all at the beginner stage once. It's my hope everyone will benefit in some way from my articles.

In previous articles, we covered printers, disk drives & monitors. This month, we'll be looking at the most important component of your system -- THE COMPUTER!

The C64's keyboard looks similar to a typewriter's. Upon closer inspection, you will notice several extra keys, most of which have a dual personality. What are they used for, you might ask? To answer your question, let's name them and look at what they actually do.

Like a typewriter, there are four rows of keys. The C64 also contains four "function" keys.

LEFT ARROW	COMMODORE (logo)
CONTROL (CTRL)	FUNCTION Keys
RUN/STOP	RESTORE
CURSOR LEFT/RIGHT	CLEAR/HOME (CLR HOME)
INSERT/DELETE (INST DEL)	UP ARROW/PI
QUESTION MARK (?)	MATH KEYS (+-*/=)
GREATER THAN (>)	LESS THAN (<)
SQUARE BRACKETS []	ENGLISH POUND SIGN
COLOUR NAMES	REVERSE ON/OFF

Now that we've identified them, let's find out exactly what they do.

## CTRL (Control) Key:

With this key, you can change the text colours by pressing & holding the CTRL key down while punching in one of the number keys -- 1 to 8 (the colours are noted on the front of the keys). Repeating the same procedure except punching the 9 and 0 (zero) keys will turn reverse on/off. Another function of this key is to slow down the scrolling when displaying a program or directory; this is done by listing the program/directory and pressing the CTRL key.

## COMMODORE (logo) key:

This key will also change colours of the text, to a second set of colours not marked on the keys. Simply press and hold the logo key down while pressing the 1 to 8 number keys. If you were to press any other key (the letter keys) you would see on the screen the graphic designs indicated on the left-hand side of the keys. The logo key combined with the shift key allows you to type the graphic symbols on the right side of the keys.

## RETURN key:

You could call this the "okay, I'm finished this line" key.

## CURSOR keys:

The cursor keys move the cursor either down and right, or, while holding down the shift key, up and left.

## CLR HOME (Clear Home) key:

This key will put the cursor at the top-left corner of the screen. When pressed at the same time as the shift key, the screen will be cleared.

## INST/DEL (Insert/Delete) key:

This key deletes the character to the left of the cursor. If the cursor is at the left edge of the screen, it deletes the right-most character on the line above. When used with the shift key, it inserts a space at the cursor's present location, moving all characters to the right.

## LEFT ARROW key:

This key does not have a predefined function. It can be defined by a program to do special things.

## QUESTION MARK (?):

The computer shorthand for PRINT; it will also perform arithmetic functions.

## The +-\*/= keys, UP ARROW and "PI":

These are math keys: (+) plus, (-) minus, (\*) multiplication, (/) division, and (=) equals. The UP ARROW is the exponential symbol (to the power of) and PI gives the value of pi. To use the math functions, simply type the question mark together with the math problem, press RETURN for the answer. (e.g. type ?2\*2 then

press RETURN and the screen will print 4.)

#### SQUARE BRACKETS [] and ENGLISH POUND keys:

These keys print their normal characters, but often are used in programs for special functions.

#### FUNCTION keys:

The four keys marked F1, F3, F5 and F7 are used in programs in order to perform special tasks, along with the shifted F2, F4, F6 and F8.

Now that we have looked at the computer's keyboard with its various extra special keys, we will now discuss a few simple operating rules -- let's call them the On/Off--In/Out Rules. First, you should turn on/off all the peripherals first (disk drive(s), monitor, printer, etc.) and then turn on/off the computer. You should never turn on/off a disk drive while a disk is inside -- it could scramble some of the data on your disk. You should follow the same rule while connecting/disconnecting disk drives, monitors, or printers. Cartridges should be treated the same -- the computer should be OFF when either installing or removing a cartridge from the game port.

If the area where your computer is set up is carpeted, this could cause major damage to your system. The problem is static electricity being generated by walking across the carpet and touching your system -- in other words ZAP! there goes a chip or your whole system. To make sure this does not happen, you could purchase a static mat (which costs \$\$\$) or make sure that you touch a metal object (a lamp, metal table or desk, for example) before touching any part of the computer.

The tip for this month deals with short-cuts you can take to either load, run, or list a program. These functions can be typed in a short form; this is done by typing the first letter normally with the second letter in the shifted mode, e.g. instead of typing RUN, all you need is rU. In order to load and run a BASIC program, type 10"program name",B; and with a finger pressing the shift key, tap the run/stop key -- the program will load and run automatically.

That's it for another month. Next month we will be looking at different types of programs: word processors, spreadsheets, data bases, and others. Until that time, happy computing!



# C64 Game Design

Thirty-eighth of a series  
by John Batchelor

Bob Mason reviewed the Snapshot cartridge enthusiastically in a recent issue of *Ottawa Home Computing*. I'd been monitoring the magazine ads for this product and its competitors with weakening resistance. I finally decided to "buy Canadian" and was about to mail away my credit card number when I found Snapshot in a local store. I made sure it was version 3.0 and grabbed it right away.

I am as pleased as Bob was. I gave it a try on SKY TRAVEL, the amazing astronomy program for the C64. On a naked 1541, this program takes 2 minutes and 48 seconds to load. It also bangs the head a lot as part of copy protection, although you can fix this by sending a few characters to the drive before loading. With the Epyx Fastload cartridge, the time is cut to 1 minutes and 29 seconds. The head still bangs and you can't quiet it. Snapshot was exactly as fast and no gentler on the drive, but we were just getting started.

When you start up SKY TRAVEL, it places you in Washington, D.C. at midnight on January 1, 1985. You must wait for the program to compute and display those skies and then laboriously change the date and location. Thus you can be four or five minutes from power on to useful display.

I moved the view to Ottawa in the spring of 1988 and pressed the snapshot button. Pretty soon I had a 188 block file which loaded in 13 seconds! I copied all the data files onto the flip side of the disk with Snapshot's excellent copier. It even got both my drives to co-operate. Now, I can begin computer astronomy in about 20 seconds. Insert the disk, hit Run-Stop and C-, wait 13 seconds and flip the disk. No head banging — no useless introduction screens — no waiting — no wear and tear on my original (paid for) copy.

SKY TRAVEL has a screen print function but it insists on a full page format. Snapshot allows you to print smaller versions more quickly or even save screens as pictures for your painting programs in Koala or Doodle format. I did have one problem with Snapshot and SKY TRAVEL. You can interrupt with the snapshot button on the time and location screens and then resume with no problems. However, interrupting during the sky display somehow disrupts the program so that when you return (from printing or backing up), the cursor goes wild and the display gets scrambled. Still, it's only a few seconds to reload.

I know that this is a game design column and not usually for product reviews, but I'm convinced that Snapshot will increase your programming productivity and

allow you to peek at the best techniques of professional programs. By the way, for an example of virtuosity in computer game graphics, drop into an arcade and watch the local hot-shot play R-TYPE. This is a "battle past monsters in a tunnel" game with a lovely science fiction ambience combining plant, animal and machine elements.

As promised, I have submitted a general quiz program using the program called SNAPSHOT (not the cartridge!) You just use the ordinary screen editor to create question pages using the upper case alphabet and all the graphics characters. The correct response to the question displayed on the screen is hidden in one corner. Up to 56 such pages can be grouped in a file and recalled by the quiz program for display in sequential or random order. In the demo version, I show some possibilities.

If you wish to create your own quizzes, you'll need OHCC disk #64. It has all the programs you need including brief instructions condensed from the *Gazette Special Issue 1988* on pages 28 and 29. Just load "+snapshot.c",8,1 Then type NEW and SYS 49444. Pick your background and border colours, clear the screen and draw a picture or compose a text question or both. Leave the top couple of lines empty for input and output. Go to the top left corner. In the first two spaces, enter the length of the desired response. For example, if you want someone to push the "A" key when they see your screen, enter 01. If the correct response is "PIERRE TRUDEAU", the length is 14. Do not leave a space after the second number.



Lengths less than 10 must have a zero as the first digit. Beginning with the third space on the screen, right after the two numbers, type the exact required response. For example, you might have 05APPLE. When you are sure that the screen is just the way you want it, change your cursor colour to the same as the background and type over the response with the same letters and numbers. They will disappear from view but their codes will still be there. Hold the CTRL key down and press C to copy the screen to memory. Give your first screen the name 01 when asked, always using two digits.

Clear the screen and create more pages with names 02,

03 and so on. CTRL-I will show you the names of the pages already created. CTRL-P will bring one back to the screen. CTRL-D will delete a page. When you are ready to store all the pages as a quiz file on disk, press CTRL-S and give the file a name. Remember how many pages it has in it. You might even name it with the number. For example, HISTQUIZ12P might be a history quiz with 12 pages.

Now you can load the program "SNAPQUIZ.C" and tell it to display your pages in random or sequential order. Test it out and share it with the rest of the club by submitting it to Carl for the monthly disk.

## Multiple Columns for Pocket Writer II

by David Stoller

Here is a procedure to print newspaper-style columns using POCKET WRITER 2 — the C-128 version and the 40 column C-64 version. With this procedure, right-justified columns will appear on the screen as they will be printed, and all columns will be printed simultaneously, so you will not have to re-feed the paper through the printer.

Follow these steps exactly to produce a two column page:

1) Load POCKET WRITER 2. Press  $\downarrow$  CTRL- $\downarrow$  return so that return arrows will be displayed on the screen.

2) Set the left margin to 1 and the right margin to 75.

3) Type away. Do not do any text enhancement (underlining, etc.) at this time.

4) When you are satisfied with its spelling and wording, SAVE your page of text to disk. This will protect you later, in case you make an error or decide to format the columns in a different manner.

5) Now you are ready to make the columns. Change the right margin to 30 and turn Justify ON. When you return to edit mode, you will see a long, right justified column of text — remember, two pages of this narrow text will eventually become one page.

6) At this point, scroll through the text and look for wide spaces between words. Hyphenate words as needed to fill in lines with more text.

7) Now you are going to alter the file type twice. Press  $<\text{CTRL}>\text{a}$ . On the command line it will say, "Switch to

SEQ file 'N'". Enter y and press <return>. Return arrows will now appear at the end of each line.

8) Press  $\downarrow$  CTRL- $\downarrow$  again. This time, it will say, "Switch to TEXT file 'N'". Enter y and press <return>. You will now be able to reformat your text.

9) Go to the top of your text and change the left margin to 8 and the right margin to 75. When you return to edit mode, the narrow column will still be there.

10) Scroll through your text and decide where you want to split the text into two columns (usually at the beginning of the second page). Move the cursor to that point and highlight the BLOCK — not a range — of text you want to move. Press  $\downarrow$  CTRL- $\downarrow$  at the starting point,  $\downarrow$  CTRL- $\downarrow$ b at the end of the text. Do not highlight the return arrows.

11) Now move your cursor to the top of the page and across to column 43. Press  $\downarrow$  CTRL- $\downarrow$ m. A second column will now appear on the right side of your page.

12) Now enhance your text the way you want with underlining, bold, etc. Delete return arrows on the second page. And, before you print, make sure the return arrows don't go past column 80; otherwise, you may get extra space between lines.

13) Save your reformatted text under a different file name.

Once you are familiar with this procedure, experiment — try to make multiple columns of varying widths, or, try to leave spaces for newsletter pictures and drawings.

# Add a C128 Autoboot Menu to your disks

by Bob Mason

I got a lot of flak a couple of months ago in the C128 small group meeting when I said I always run my C128 in C64 mode because I was too cheap to buy C128 software.

Actually that was only partially true. I'd bought a bunch of *Input* disks (see editorial if you don't know what *Input* is) and tinkered around with them, but it took a club member saying 'You really should be using the 128 in 128 mode' for me to get into it in any concerted manner.

So I tried out ULTRATERM, a terminal programme that had been demonstrated at that meeting. It works flawlessly. Actually I downloaded it from Ed Steenhorst, then used it right away to download the documentation. My previous experiences with telecommunications had been very negative, but to have this programme working in a couple of minutes was, to me, amazing. This is one very good programme, and the documentation — all 27 pages of it (it took almost an hour to transfer at 300 baud) — is very thorough.

Yeah, this C128 isn't bad. Faster loads and saves than the C64. Nice screen display in 80 columns. Twice the capacity on a disk.

My next project was to reorganize my *Input* disks — make a disk of utilities, a disk of games, file the myriad of terminal programmes. Just like I did with the club disks. Only these ones would have a menu programme that boots up automatically when you put the disk in!

Almost every one of my *Input* disks has a menu programme of sorts on it, but the best one I've come across is on our own club disks, written by Gerald Boersma. It loads quickly, shows only the programmes you want it to show, allows you to change the loading pattern and to access two sequential text files ("librarian's comments" and "read-me").

It would seem to be an easy matter to use the copier in the DOS SHELL to copy the files, and the AUTO BOOT MAKER to create the boot, both programmes being on the 1571 System Disk that came with the drive. But neither programme from the disk worked! This is apparently not uncommon.

The DOS SHELL will not be missed — there are several utilities which do a better job. But the AUTO BOOT ... I looked through all the utility disks, and all the old magazines and I finally found an article by Jim

Butterfield in *Transactor*, vol. 7, issue 2 (I knew I was keeping all those old magazines for a reason).

The Butterfield article documents a number of different methods, which can be tailored to your needs, but I'll just show the simplest method. For this you need a disk doctor-type programme — I use FLOPPY DISK EDITOR from (you guessed it) *Input* — and a freshly formatted disk. Load your disk editor, put the formatted disk in the drive and edit Track 1, Sector 0.

Starting at byte 00, type in the following (underlined in hex, otherwise ASCII):

C B M 00 00 00 00 M E N U . P R O G  
C B A 00 00 A2 18 A0 0B 4C A5 AF  
R E N M E N U . P R O G

write that to disk and you're done.

The first 'MENU PROG' can be anything (up to 9 characters) — it's the message that displays on the screen. BOOTING

The second 'MLNU PROG' is the name of the file to be booted. This filename can be up to 16 characters long, and must be a file on the disk in drive 0.

For other variations, see the article.

## PROTECTING THE BOOT

The next thing to do is mark Track 1, Sector 0 as taken on the Block Availability Map (BAM). If you don't (I didn't), then when you start copying files to the disk, one of the files will be written over your boot programme. Exit the Disk Editor to BASIC and type

```
OPEN 15,8,15
OPEN S S S #1
PRINT# 1 R A C C E
CLOSE 15
```

with a return after each line. The disk light should come on briefly while the BAM is being updated. You can confirm that this has worked correctly by running the DISPLAY BAM programme from the 1571 System Disk.

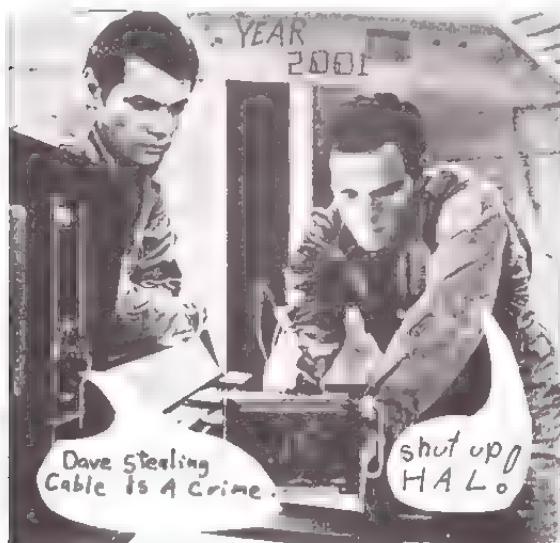
The above lines were taken from the Block Allocate section of Chapter 7 — Direct Access Commands in the *1571 User's Guide*. One warning: this boot sector is not a properly opened and closed file, and the "Validate" command will unallocate the block. 3 solutions don't

validate the disk; validate the disk with a utility that protects the boot (DISK GOODY! V5 for example) validate normally and then redo the block allocate segment above (all you'd have to do is type line numbers at the beginning of each line, save it as a file, load and run it each time you validated).

Once you've allocated the sector, use a file copier to copy the MENU PROG and other files you want on the disk. Don't forget to copy associated files, documentation files, etc. Gerry has written his menu so that the only filenames which will display in the load window are those which have a hyphen as the first character of the filename. So after copying the files over, use the DOS SHELL (if yours works) or some other utility to rename the files you want to load from the menu. Don't forget — maximum length of a filename is 16 characters, including the hyphen you're putting in front of those you want to load.

As I said above, one of the nice features of Gerry's programme is that it will display two sequential files, "librarian notes" and "read-me" on screen with a single keypress. On my ULTRATERM disk, I used it to display the documentation file by renaming that file. On my utility disk, I prepared a sequential text file (using PAPERCLIP) which briefly described each utility, tricks I learned about using them, which joystick port to use, etc.

That should be it, except that once the first side of my disk was full, and I had started writing to the second side, I overwrote my Autoboot in Track 1, Sector 0. That problem rang a bell somewhere, and I dug up an article on C-1571 ROM upgrades in *Info* 17. Sure enough, overwriting on side one while trying to write to side two was one of the characteristic problems of the version 3 ROM. Which leads to next month's article, "Installing the C-1571 ROM Upgrade".



# ELECTRONIC "VIRUS" AT IBM THREATENS USERS' GROUPS

from Associated Press

A self propagating computer program is spreading like an electronic virus, threatening system from IBM's own networks to microcomputers at computer clubs

It kind of creeps on you," says Jeff White, president of the Tampa Amiga Users Group, whose membership was infiltrated by the small rogue program

A similar virus afflicted the Tampa regional headquarters of International Business Machines Corp. last month

"Virus" is computer jargon for a set of orders devised by a saboteur and automatically copied from one computer disk to another, consuming more and more memory

One virus, programmed to wipe out thousands of files and years of research on Friday the 13th of next May was inserted into Hebrew University computers in Jerusalem, said Yisrael Radai, a senior programmer at the university's computer centre

"It is the most devasting thing we've ever come across," Radai said last week

White said the program was copied on to more than 20 of his floppy disks before he discovered it. By then, the program had spread to the disks of many of the club's members via their disk-of-the-month distribution.

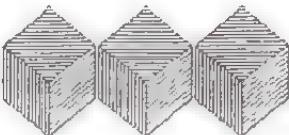
In Israel, university computers experts devised two programs—called Immune and Unvirus—which identify infected disks and apply an antidote.

At IBM, the virus was an electronic chain letter that grew so large it slowed the company's message system. A holiday message promised to draw a Christmas tree if a user typed the command "Christmas". Instead, the program kept repeating itself and spreading to the other computers in the network.

The IBM problem was stopped before it spread to customers' computers, said Frank Gobes. "We haven't determined where it came from," he said.

IBM's information network in Tampa is a hub for a system linking machines across the United States and abroad, Gobes said.

The company has installed an electronic "filter" to help prevent further breaches of its network. The filter—yet another computer program—stops the transfer of programs within IBM's system, Gobes said.



## SUPERFAST COMPUTER

from United Press International

Computer experts at the Sandia National Laboratory in New Mexico have designed a supercomputer that runs more than 1,000 times faster than ordinary computers by stepping up parallel processing, it was reported Monday.

The Sandia scientists used a combination of innovative hardware arrangement and clever computer programing to create what they call a "hypercube massively parallel supercomputer," the Washington Post reported.

The supercomputer consist of 1,024 processors arranged at the corners of cubes within cubes. Each processor has the microchip power of a single ordinary computer, but is linked to the other processor in the outer cubes, and programmed to run in parallel, that is, so that each processor can work on a different part of a problem at the same time.

High-speed Cray supercomputers have four parallel processors, the paper said. Other experimental computers with up to 256 parallel processors have been developed, but so far the speed of these machines has not increased in proportion to the added numbers of processors, and experts feared speed-ups of just 50 to 100 times were the best possible. They believed the slowest step of a problem would always limit the overall speed.

But the Sandia computer was able to solve a complex physics problem 1,019 times faster than an ordinary computer that proceeds one step at a time. The paper said the speed-up was possible because of the large size of the problem tackled and a sophisticated new program for breaking the problem apart and assigning and collecting component tasks done by the processors.

John Gustafson, one of the scientists involved in the project told the Post, "We have achieved results that most computer scientists thought impossible a couple of years ago."

A description of the Sandia advance will be published in the November issue of the Society for Statistical Computing.

## Find the hidden OHCC Executives

Bruce Schowalter

Perhaps some of the club members have been trying to locate the various members of the OHCC Club Executive Committee. You can probably find most of them easily at the club meetings. But there are a few we never see on stage. This Search-a-word puzzle will help you recognize their names. Then you can go around the meeting calling out to the people that have faces that fit the names.

At the same time it will test your powers of concentration to locate their names in this little 30 by 20 letter matrix. The names are hidden in the form listed below. But they may appear horizontal, vertical or diagonal. And either forward or drawback!

If you need a hint, it will be on the last page of this issue. Next month the whole solution will appear.

P.GASTRIDIUM  
SCOTTYADAMS  
SERGECOMET  
MIKEBRYAN  
WAYNESCHALER  
DONWHITE  
VICKTAFRYSEN  
CARLBIGRAS  
PETERNICKLESS  
EDSTEENHORST  
MARBERO  
RAYMONETTE  
LUDSTONIS  
PETERMARTIN  
SOMAGNON

LGHRAYMONETTFPDISWOB  
GFNITRANRETERIFIVGZTP  
NJOVKPRETERNICKLESSSC  
FFFDDONWHITEJFFNWJORDAN  
OPFZFSEEREGECOMETKVPWT  
LEGUXSNWLHESYRFATJOV  
AOBLUCLSDENTSAPJZOFEL  
XSNIEMMOKKIDKIDRJYHFK  
VTDTVEMCARLBTRASOLS  
REBKDNELHBOMBMAISONLCZ  
XEIKRSGGOCUMONHVEDOLH  
DNABLULTETI+GRNETZAO  
DHTDLAZVIKRRIETBHVS  
POZAXACHEYMTXZYBZNHV  
PRJRXFWBSIDUSAKNVPRF  
ASTGDKRMUDIMIAHSYRSX  
YTJPNYHXAQCWAWXCKABAY  
VXSFATSAOKMHZWP..NEZM  
AKTNDQDYZSBODDEWPRSU  
OLYICWAYNESCHALERXCN

## THE WRITE STUFF

BUSY BEE SOFTWARE of Santa Barbara California, is "pioneering a new approach to marketing," to quote their letter:

They call this new approach "Userware"- USER promote and distributed softWARE.

If you are interested in a new word processor or in the concept of Userware, then read the review in next month O.H.C.C. newsletter or ask anyone who bought a copy of THE WRITE STUFF what they think of it.

If you would like a original copy contact Pierre Castricum (President) or Marv Bero, at the next meeting, or give them a call.

## CLASSIFIED

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LOST: Small Zippo pocket knife, at December C-12B special interest group. Family keepsake. Please call Gord Walford, 225-1838.

WANTED: Printer for Commodore 64. Contact Amir at 745-6149.

FOR SALE: Tandy 100 -- 32k with acoustic coupler (modem) and adapter for AC 1250 or best offer. Bill Chapman 226-7873.

WANTED: 1541 drive. Phone Roger Julian, 825-3316 (home), 751-3783 (office).

FOR SALE: C64, 1541 drive (new), Magnavox aber monitor (new), MPS801 printer, joystick, cassette, \$650. 837-4997, Dick.

FOR SALE: C64, 1541C drive, 1802 monitor, Seikosha SP1000VC printer. Value \$1400 -- asking \$900. Two C64 computers -- asking \$150 each. One 1541 drive -- asking \$250. Andre 827-0598.

FOR SALE: Commodore 1670 Autodem, 300/1200 baud with excellent terminal program. Works perfectly with no garbage on screen, 6 months old. Asking \$200 with Compuserve time included. 300 baud VICodem included free. Bill Chapman 226-7873.

FOR SALE: 4404 Display Terminal, \$120, 2 Shugart Disk Drives, \$80 each, 2 power supplies, \$70 each, etc., etc. Phone Len 830-0108.

COMMODORE Microcomputer Users Group (C.M.U.G.) Ottawa is workshop oriented, providing hands-on experience in a fully-equipped computer lab. Admission free. Info: Tim Smith 731-6976, Bob Sauve, 829-6376.

FOR SALE: OHCC has 2 cassette drives for sale -- used to produce tape of the month. \$10 each or best offer. Contact Carl Bigras, 776-1402.

=====  
**Editorial**  
by Bob Mason

So this is typesetting (not this article, but most of this issue). The goals of producing communications in a printed format are, to simplify things, two-fold: to grab the reader's attention; and then to fade into the background so that the message can get through with as little distraction as possible.

A lot of money has been spent researching both of those directions. Advertisers spent millions a year on printed messages, as do book and newspaper publishers, and they all want to be certain their message is getting through as effectively as possible. Thus good print communication has become a well-refined art.

Starting with some of the smallest details, good communication involves a very exact placement of each letter, where one letter must be close enough to the next letter to provide continuous flow without distraction, and yet not too close as to hinder legibility. Similarly, the space between words, number of characters on a line, space between lines, between paragraphs, all affect the reader's ability to understand what is being read, quickly, easily and without fatigue or distraction.

The use of a variety of type weights and slants helps to communicate what the writer feels is important. Headings and large capital letters (as begins this article) help catch and maintain attention. Some typefaces are preferred in certain situations because they have subconscious effects on the reader: this typeface (*Souvenir*) is often used in advertising because its easy curves and moderate serifs are pleasing, highly readable and almost soothing -- all perfect for convincing readers that they should buy something they may not need or may not be able to afford (like guns, type in the wrong hands can be a dangerous weapon).

Desktop publishing is simply typesetting on a smaller scale. The computer that is handling this type would barely fit on a desktop, and the typesetting machine that the computer is sending the type to is

larger than a desk. The typesetting machine outputs the type on photographic paper which goes through a film processor also larger than a desk. But this system can handle several inputs at the same time, and outputs type with 10 times as many dots per square inch as a 300 dot laser printer.

Desktop publishing can do most of the things professional typesetting does, only a little bit slower, with some features not automatic, and without as many variables. But Desktop Publishing has put into the hands of many what was previously only available to a few, and a rich few at that.

My only hope is that the people who use Desktop Publishing will endeavour to maintain high standards of readability in their publications, and a high level of usage of the language. It will be a sad development if both deteriorate simply because many 'unskilled' people have the means of publication at their fingertips.

#### OTHER MATTERS

Peter Nickless has volunteered to help me out with production of the newsletter; this will most certainly lead to an improvement in the quality. Peter contributed the Butterfield article in this issue.

Ray Monette has also been sending me several pieces per issue. He sent the two clippings on page 16; they certainly came in handy when I found I couldn't possibly squeeze everything into 16 pages this issue.

And thanks to Gord Walford who submitted the POCKET WRITER II article.

Next month for sure we'll have the articles I promised on 1571 ROM Upgrades and Cleaning the Disk Drive. As well, reviews of THE WRITE STUFF and PAPERCLIP III are in the works for a future issue.

The Club's membership hit 300 as of last meeting. If you're a new member, we'd like not only to welcome you but also to encourage you to make this your club — speak out. If there are things you'd like to see at the meetings, or in the newsletter, tell us. Otherwise, we won't know! ■



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